reel **220**, based on the calculated value corresponding to the rotational position of the reel **220** within one rotation and the symbol table in which the rotational position of the reel **22** stored in the ROM **51** and the symbols formed on outer peripheral plane of the reel **22** are corresponded with each other.

[**0079**] Further, to the CPU **50**, the coin sensor **65** positioned in the coin insertion slot **9** and the bill sensor **66** positioned in the bill insertion portion **10** are connected respectively. The coin sensor **65** detects coins inserted from the coin insertion slot **9** and the CPU **50** calculates the number of inserted coins based on the coin detection signal output from the coin sensor **65**. The bill sensor **66** detects the kind and sum of bill and the CPU **50** calculates the number of coins equivalent to sum of bill, based on the bill detection signal output from the bill sensor **66**.

[**0080**] To the CPU **50**, a hopper **71** is connected through a hopper drive circuit **70**. When a drive signal is output to the hopper circuit **70** from the CPU **50**, the hopper **71** pays out predetermined number of coins from the coin payout chute **17**

[**0081**] And to the CPU **50**, a coin detection part **73** is connected through a payout completion signal circuit **72**. The coin detection part **73** is arranged in the coin payout chute **17** and when the coin detection part **73** detects that a predetermined number of coins are paid out from the coin payout chute **17**, the payout completion signal is output to the payout completion signal circuit **72** from the coin detection part **73**. Based on this, the payout completion signal circuit **72** outputs the payout completion signal to the CPU **50**. Further, to the CPU **50**, the upper liquid crystal display **3** and the lower liquid crystal display **4** are connected through a liquid crystal drive circuit **74**. The upper liquid crystal display **3** and the lower liquid crystal display **4** are controlled by the CPU **50**.

[**0082**] At this point of view, as shown in **FIG. 5**, the liquid crystal drive circuit **74** is constructed from a program ROM **81**, an image ROM **82**, an image control CPU **83**, a work RAM **84**, a VDP (Video Display Processor) **85** and a video RAM **86**. And in the program ROM **81**, an image control program concerning with display on the upper liquid crystal display **3** and the lower liquid crystal display **4** and various selection tables are stored. Further, in the image ROM **82**, for example, it is stored dot data for forming images displayed on the upper liquid crystal display **3** and the lower liquid crystal display **4**. And the image control CPU **83** determines images displayed on the upper liquid crystal display **3** and the lower liquid crystal display **4** among the dot data stored in the image ROM **82** beforehand, according to the image control program stored in the program ROM **81** based on parameters set by the CPU **50**. And the work RAM **84** functions as the temporary memory when the above image control program is executed by the image control CPU **83**. Further, the VDP **85** forms images corresponding to display contents determined by the image control CPU **83** and outputs the images to the upper liquid crystal display **3** and the lower liquid crystal display **4**. Here, the video RAM **86** functions as the temporary memory when images are formed by the VDP **85**.

[**0083**] And to the CPU **50**, LEDs **78** are connected through a LED drive circuit **77**. A plurality of LEDs **78** are arranged on the front plane of the slot machine **1** and the LEDs **78** are controlled so as to turn on based on the drive signals from the CPU **50**. Further, a speaker **80** and a sound output circuit **79** are connected to the CPU **50** and the speaker **80** produces various effective sounds when various effects are conducted based on the output signal from the sound output circuit **79**.

[**0084**] And to the CPU **50**, the lamp **15** is connected through a lamp drive circuit **75**. The lamp **15** is disposed on the upper plane of the slot machine **1** (see **FIG. 1**) and when the change button **6** is pressed, the lamp **15** is controlled so as to turn on through the lamp drive circuit **75** based on the drive signal from the CPU **50**.

[**0085**] And to the CPU **50**, the transparent touch panel **30** is connected through a touch panel drive circuit **67**. The transparent touch panel **30** is disposed on the image plane of the lower liquid crystal display **4** and it can be determined on the transparent touch panel **30** a portion touched by the finger of the player and a moving direction of the touched portion through the touch panel drive circuit **67**, based on the coordinate position information of the portion touched by the finger of the player.

[**0086**] Therefore, concerning with a rotation scroll bar **121** (mentioned later) displayed on the lower liquid crystal display **4** as shown in **FIGS. 10 and 11** and concerning with the rotation scroll bar **121** and a scroll bar **124** to magnify and reduce displayed on the lower liquid crystal display **4** as shown in **FIGS. 22 and 23**, the CPU **50** can determine the directions along which the finger of the player traces the scroll bars **121**, **124**, by utilizing the touch panel drive circuit **67** and the transparent touch panel **30**.

[**0087**] Further, concerning with a scroll bar **122** for rightward and leftward directions and a scroll bar **123** for upward and downward directions displayed on the lower liquid crystal display **4** as shown in **FIGS. 19 and 20**, the CPU **50** can determine the directions along which the finger of the player traces the scroll bars **122**, **123**, by utilizing the touch panel drive circuit **67** and the transparent touch panel **30**.

[**0088**] And concerning with touch button areas **111~115** displayed on the lower liquid crystal display **4** as shown in **FIGS. 10, 11** and touch button areas **114~116** displayed on the lower liquid crystal display **4** as shown in **FIGS. 22, 23**, the CPU **50** can determine by utilizing the touch panel drive circuit **67** and the transparent touch panel **30** that the player touches the above touch button areas.

[**0089**] Here, in a case that the base game is conducted in the slot machine **1**, the lottery table utilized when the symbols stopped and displayed on the pay line L are determined will be described with reference to **FIG. 8**. **FIG. 8** is an explanatory view showing the lottery table based on which the symbols to be stopped and displayed on three variable display portions **22** to **24** are determined when the base game is conducted while utilizing three variable display portions **22** to **24**.

[**0090**] At this point, the symbols stopped and displayed on the pay line L are determined every each reel of three reels **220**. In order to realize this, one of the code numbers "0"~"10" is allotted from the upper position to the lower position to each symbol in the symbol columns **41** to **43** every reel **220** shown in **FIG. 6**, and it is provided the lottery table shown in **FIG. 8**. Further, three random number values